

## Assignment 2: Your Best Software Project

For this assignment, you'll be developing:

- A plan on where you'll think through where you are and how to initiate continuous improvement across the four jobs of software development: Learning, Deciding, Building and Managing

### Assignment Instructions

Think through how you will (or how you currently) approach the four jobs of software in your company, using the charts below to outline your plan.

Note: As you develop your submission, please be sure to organize your responses underneath the various questions (1a, 2c, etc.) or in a chart so it's easy for your reviewer to understand what pertains to each.

**1. Describe your “learning machine” and how you’ll create a virtuous cycle of learning that will continually improve your team’s understanding of the user.**

Items to consider	Your plan for Learning
a. What vehicles (observations, metrics, tests, etc.) will you and your team use to make learning a regular part of your agile iterations?	[enter your response here]
b. What metrics will you use to measure outcomes?	[enter your response here]
c. Who will take the lead on designing that learning? Who will take the lead on sharing it with the team in a way that drives strong, interdisciplinary discussions and links to the job of Deciding?	[enter your response here]
d. How often and in what meetings/workshops will you deliver the above?	[enter your response here]
e. How will you present your user stories and related items (storyboards, story maps, etc.) to drive the best possible discussions in your sprint planning meetings?	[enter your response here]
f. What about after the sprint starts? How will you work to tilt the working environment towards thinking about what makes sense	[enter your response here]

vs. just creating output--those 'blue button' moments?	
g. What are the challenges and focal points you see for linking to the job of Deciding and creating a culture of experimentation?	[enter your response here]

## 2. Describe how you'll decide what to build, when.

Items to consider	Your plan for Deciding
a. How long will your iterations be--and why? What might be the impact of longer iterations? Shorter?	[enter your response here]
b. How will you groom the product backlog to increase the quality of your inputs and prioritize tasks? What inputs and what people will be most important to your pre-sprint backlog grooming sessions? Why?	[enter your response here]
c. What is most critical to manage flow across design, development, and testing? For example, how will you make sure testing isn't backloaded to the very end of the sprint?	[enter your response here]
d. Which practices from XP, scrum, and kanban will you use to make the job of deciding more effective?	[enter your response here]
e. How will you evaluate the quality of your decisions and think about how to improve them?	[enter your response here]

## 3. Describe how you'll build (and test) software.

Items to consider	Your plan for Building
<p>a. How will you support the development and testing team?</p> <p>If it's an existing team, which practices (from XP, scrum, and kanban) do you use? Why those? How well do you think</p>	[enter your response here]

<p>those are working and do you think there are any changes worth considering?</p> <p>If it's a new team, which practices (from XP, scrum, and kanban) will you discuss with the team? Why those?</p>	
<p>b. How will you frame the 'win' on the practices you suggest for developers? Testers? Designers? (Choose whichever roles you currently have on the team.)</p>	[enter your response here]
<p>c. How will you discuss the best way to run testing and decide who on the team will do what?</p>	[enter your response here]
<p>d. How would you like to evolve the process of testing and deployment over time? What do you see as the first few steps?</p>	[enter your response here]
<p>e. How will you create slack to allow the team to avoid or reduce technical debt?</p>	[enter your response here]

#### 4. Describe how you will manage software development.

Items to consider	Your plan for Managing
<p>a. What are the top three things you can do in your role to foster and contribute to a self-organizing team?</p>	[enter your response here]
<p>b. What is the role of the retrospective for you? What agenda will you use? How will you tie the results of the retrospective back to the job of learning?</p>	[enter your response here]